* Web-native storytelling
* Weave the web into the story
* Tropes in this new medium (fiction for the most part):
  + “powered by profile” – take this lollipop
  + personalization
  + subjectivity
  + participation
  + interactivity – pine point
  + branching narratives
  + live data
  + spatial placement
* we want to avoid making a CD rom kind of experience, but you need to make the experience clear and easy to use
* This semester: everyone will make a connected doc, developing our own style and language (5 blog posts throughout the semester), contextualize in areas of interest for us
* An optimal number of projects from the class would be 6. It’s ok to do your own.
* You can use any technology you want. He highly recommends HTML5.
* New way of working, especially if you’re a filmmaker
* Specific suggestions:
  + Adopt systems thinking. Developing a web app (probably). Need to think about what you’re developing much more as a system than as a piece of linear thinking
  + Always be shipping. Release every day if you can. Release every hour if you can.
  + Start with a story, then think about the user experience.
  + Don’t reinvent the wheel. If you can help it, don’t write new code.
* Is your story character or plot driven?
* Mode of expression—poetic, expository, observational, performative. Do these still hold in connected documentary?
* Think about the stories that we brought up today. Think about how you would express that story as a connected documentary.

-waitlist?

-past work from class